



MCRC LEAGUE INFORMATION PACKET

**Men's, Co-Ed
Softball
Summer 2016**



855 Weymouth Road * Medina, Ohio 44256
330-721-6900 * www.medinarec.org

MCRC Mission Statement:

The Medina Community Recreation Center joins in partnership with the Medina City School District and Medina General Hospital to provide a quality oriented, comprehensive year round program of diverse recreational opportunities. The MCRC will provide recreation and wellness opportunities that encourage health, fitness, relaxation, enjoyment, cultural enrichment and learning.

MCRC Goals:

- Foster an atmosphere that supports, motivates and encourages participants in the lifelong pursuit of health and physical activity.
- Provide opportunities for individual development of knowledge, interests and behaviors that promote and contribute to a healthy, well-rounded lifestyle.
- Provide a sense of belonging and a meaningful approach to life.
- Focus on educating the community by helping them to better understand the benefits of overall health and fitness.
- Provide quality facilities that will meet the diverse recreational services, needs, and interests of the City of Medina and its surrounding community.
- Be recognized and utilized as a significant community wide entity.

Program Mission Statement:

The mission of the MCRC Adult Athletic Programs are to provide the residents of Medina, and surrounding communities, the opportunity to participate in organized competition and recreational activities that will encourage residents to pursue healthy lifestyle choices in an environment which fosters individual growth and development.

Program Goals:

- To provide an excellent recreational outlet for the residents of Medina and surrounding community members.
- To offer residents a wide variety of recreational opportunities.
- To improve participant's skills and talents.
- To develop and encourage values of teamwork and sportsmanship in each participant.
- To enhance self esteem and heighten individual self worth.

MCRC Staff

The MCRC Full-Time Staff is comprised of 8 individuals with various responsibilities; however, the individuals listed below will be most directly involved with the Adult League Programs.

Administrative Staff:

Director of Parks..... *Jansen Wehrley*
Directs the overall mission of the Parks Department

Director of Recreation..... *Mike Wright*
Directs the overall mission of the Recreation Center

Program Staff

Program Manager..... *Nita Justice*
Rascal Room operations; serves as liaison with Medina General Hospital staff; directs all aspects of programming, events, summer camps, recreation workshops, clinics and trips

Program Specialist..... *Maureen Dowell*
Assist in the planning, direction, and coordination of all Recreation Center programs; assists in the supervision of all programming part-time staff and independent contractors.

City Park Regulations

1. No alcohol or its use is permitted on city grounds
2. Dogs are permitted in parks on leashes only. Please clean up after your animal.
3. No vehicles of any type on turf/field or facility area. Vehicles are to be in the designated parking areas only.
4. No littering - please leave your area litter free. Trash cans are provided.
5. Disturbing the peace will not be permitted in city parks. Violators will be prosecuted.
6. Cars left in lots overnight will be towed. Parking areas are not to be used for mechanical work/cleaning of vehicles.
7. Vandals will be prosecuted to the fullest extent of the law.
8. Park patrons must yield to Medina City Sport Associations for the field use and all Parks & Recreation programming.
9. All sports facilities are utilized on a first-come/first-serve basis. Patrons must yield to City Parks & Recreation Department programming.
10. Please be considerate of facilities and other park patrons when using city parks and recreation land.
11. All city parks close at 11:00pm. No one is permitted in the parks and parking lots after this time.
12. The City of Medina is not responsible for lost, stolen or damaged possessions.
13. Failure to follow Parks & Recreation Department rules and regulations can and will result in suspension from Medina City Parks and Recreation facilities/programs.

Roles and Responsibilities of the Team Manager

Each participating team must have a team manager to serve as a liaison between the Program Staff and the team. Team manager responsibilities will include, but may not be limited to the following:

- Obtain and submit, by the designated deadline date, league registration packet with complete and correct team/player information on all forms. Full names and phone numbers of all members must be submitted. Ages of each player must be verified before placing them on the roster.
- Compliance with the league rules stated within and inform players of the rules and regulations.
- Have a copy of the league rules, the team roster at each game.
- Represent the team and/or organization, or send a representative to all scheduled manager's meetings.
- Consult league policies and procedures for information related to rescheduling of games, protest procedures, forfeits, etc.
- Inform the referees and/or scorekeeper of any injury, substitution or blood.
- Pick up the game schedule and keep team members informed as to the date, time and place of scheduled games.
- Be responsible for the conduct of players, coaches, and spectators associated with their team before, during, and after each contest.
- Act as the spokesperson on and off the playing field.

Eligibility and Age Requirements

Eligibility rules for Adult Leagues are designed to provide an equal opportunity for everyone to participate in fair competition. The MCRC Program Staff does not assume responsibility for checking the eligibility of participants, but will assist team managers and individuals with their problems of eligibility and interpretation of the rules. Each player is responsible for his/her own eligibility and each team manager is responsible for his/her own team members. The rules below may not provide for all of the possibilities; therefore, the Program Staff reserves the right to investigate and rule upon the eligibility status of any participant. Any doubt about the eligibility of a player should be referred to the Program Staff for a ruling.

Age Requirements

All players must be at least 18 years of age by the first day of the regular season. It is the responsibility of the team manager to ensure that all team members fall within this category. Proof of age may be required upon request. Acceptable documentation for birth date verification includes:

- Drivers License
- Photo ID
- Birth Certificate

Rosters

The roster limit is 25 signed players for Men's league, and 30 players for Coed League. Players may be on only **ONE** roster at a time per league and may not switch teams, unless dropped by the captain of the first team and added to the second team before the deadline. Any player appearing in the first game may **NOT** change to another team, regardless of if they were dropped. Initial rosters are due when registering for the league or at the managers meeting. Rosters will not be accepted after this meeting. Additions and/or drops of any player can be made until stated deadline. There is a maximum of 5 changes permitted. A current copy of the Team's Roster **MUST** be with the Team Manager at each game.

Free Agent List

Individuals who have been unable to put together a full team can request to have their name and home number placed on the Free Agent List. The Free Agent List will be distributed in the Team Manager's meeting, and Manager's will contact individuals on the Free Agent List that they would like to add to their team roster.

Umpires

The umpires will be scheduled by an assignor and paid by each team at the start of each game. We will begin the season with one umpire for each game paid in part by each team, and will reevaluate the need for additional umpire after 3 weeks of play. This addition will be based on the overall sportsmanship displayed by the teams.

Scorers

Scorekeepers will be provided by the Program Staff. All info regarding the league will be distributed from MCRC staff to teams through league supervisors or scorekeeper. Lineups must be given to scorekeeper before start of game. Any substitutions and other information must be given to either scorekeeper or umpire. Be sure to have both first and last name on lineup cards for accurate stats to be kept.

Game Fees

- Game fees are to be paid by BOTH teams and given to the scorekeeper prior to the start of the game. \$18 per team per game or \$36 per team per week will be required. Game fees include one official, and a scorekeeper. Games will not begin until the game fees are paid in full. If a team does not pay, the game will be considered a forfeit for them and a "Win" will be awarded to their opponent.

- PLEASE BRING EXACT CASH - WE WILL NOT HAVE CHANGE AT THE FIELDS! If you do not have the exact fee, your game will be considered a forfeit.
- Fees will still be collected at the end of season during playoffs. Each team will be responsible for paying fees per game.

Forfeits

A \$75 CASH Forfeit Fee must be on file prior to June 1st or Team will not be permitted to stay in the league.

Throughout the season any team that fails to appear ready to play within 5 minutes past the scheduled starting time will automatically forfeit the contest and be assessed the Forfeit Fee. If a team/individual forfeits a game they will have two options. Either the forfeiting team may pay both team fees in cash at the time of forfeit, or may use their forfeit fee from registration. A team will have their entire deposit refunded at the completion of the season if they have not forfeited throughout the season.

- After one forfeit week for a team, the team will be on probation for the remainder of the season. An additional forfeit will result in removal from the league. Future games will result in an automatic "win" for scheduled opponent.

Game Schedule

Each team/player is issued a game schedule during the manager's meeting. All teams/players are expected to follow the schedule provided. Any changes to the game schedule will be posted online, and made available to teams at field prior to following game. If you would like an emailed copy, please make email address available to the MCRC Program Staff.

Game Results

Game results will be given to each manager by scorekeeper immediately following each game. Further information including league/division standings, team statistics, and any other league information will available on the MCRC website.

Protests

Protests for eligibility and games can be filed with the League Supervisor within 24 hours of the event being protested. All protests must be made in writing and include information such as: the date, the time, place, opponents of the game, the names of the officials and scorekeepers; the official adult league rules in which the protest is being made; the official's decision; and any other pertinent facts. If you lose your protest, the manager will be charged a \$25.00 filing fee. The team cannot continue scheduled league play until fee is paid. Once notified, the manager can pay in forms of cash, check, or credit at the MCRC during regular business hours.

Eligibility Protests

Protests regarding the eligibility of a player may be made before, during, immediately following the game, or within 24 hours following the contested game. The following actions will take place under each circumstance:

- If inquiring about the eligibility of the player, the manager must approach the official and request an identification check. ID checks can be made prior to the start of the game, or between innings.
- The player in question must present proper identification. (i.e. Any photo id.)
- The manager of that player must produce the corresponding contract card.
- Failure to produce ID or contract card will be cause for disqualification of player, and possible forfeit for that game.
- If the player is found to be illegal before the game, the game under question will be played as a regulation game without that player.
- A maximum of 2 ID checks per team per game may be requested.
- If the protest is made during the game, the player under question will remain in the game and the game will be played under protest.
- If the protest is made immediately after the game or within 24 hours after the game, a decision will be made on the legality of the player by the program staff on the day following the protest.
- Upheld protests concerning player eligibility will result in the contest being forfeited by the offending team.
- Managers may also check contract eligibility with the MCRC office staff during regular office hours.

Game Protests

Game protests initially must be made on the field/court of play immediately following the incident in question. The following steps should be taken:

- A protest must be registered verbally with the official, League Supervisor, and the opposing team manager at the time the incident occurs.
- The officials working the game and the League Supervisor on duty will attempt to resolve the protest before play continues.
- If the situation is not resolved, the time remaining in the game, the score, and any other pertinent information must be written down immediately. The game then continues under protest.
- Upheld protests involving rule interpretation will result in the game being replayed if possible.

Injuries

The Medina Community Recreation Center is not responsible for any injuries that may be sustained during the course of participation in any adult league activity. Special medical conditions must be reported to the League Supervisor prior to participation in the specified activity. In the event of an accident or injury that occurs while participating in an adult program, a report will be completed and filed with the MCRC.

A player who is bleeding, has an open wound, or has an excessive amount of blood on the uniform shall be prohibited from participating further in the game until the appropriate treatment can be administered. The umpire will give 5 minutes for this treatment; however, the umpire reserves the right to call a substitute into the game. If no substitute can be provided, the game must be called, and the score of the game at the time of injury will become the final score.

First Aid Supplies will be available at each field, and will be available for minor injuries each night.

Sportsmanship

Good sportsmanship is essential for the optimum safety and enjoyment of participants in the adult league programs. All individuals must exhibit the highest standard of sportsmanship at all times. Unsportsmanlike and inappropriate behavior occurring during Leagues will not be tolerated and will be handled immediately. The League Supervisor and/or officials may warn, penalize and/or eject players, teams, or spectators for unsportsmanlike conduct before, during, or following a game. Any player ejected from a game will also be asked to leave the facility/park.

- Team Managers and players will conduct themselves in a manner which is appropriate to the game.
- Swearing, taunting, name-calling, fighting or disrespecting any MCRC employees, Scorekeepers, Referees/Umpires, Team Managers, players and/or spectators WILL NOT BE TOLERATED! These are grounds for ejection from the game and possible removal from program!

Playoffs

All teams will play in the end of season playoffs unless forfeiting 2 or more weeks in the regular season. Playoffs will consist of single elimination style. Teams will be placed in the bracket based on their win-loss record.

Tie Breakers will be determined as follows:

- If a team has forfeited, they will automatically receive the lower place. If a team has forfeited twice during the regular season of play, they will NOT be allowed to participate in the tournament.
- Head to head competition.
- If multiple ties exist:
 - The team winning the most games against who they are tied with will get the highest place. The remaining tied teams will be placed the same way.
 - The team who allowed the least number of points to be scored on them during the regular season will earn the higher seed.
- If all above stipulations come to a tie, seeding will be decided with a coin toss.

Players and Equipment

1. The team playing defense shall consist of 10 players. Outfield will consist of 4 players and the infield will consist of 1 player per base as well as a short stop, pitcher and catcher.
 - a. **Co-Ed Fielding Requirements:** Men and women must have two men and two women in both infield, and outfield, does not need to alternate. The pitcher/catcher must also be Co-Ed.
2. Players must be wearing the same colored t-shirt as the rest of the team. ALL players MUST have at least 6" numbers on the BACK of their shirts that is easily identifiable for the scorekeeper. Duplicate numbers are not permitted. Teams will not be permitted to play a game without proper uniforms. The game will result in a forfeit and a win for the team's opponent.
3. Teams must have appropriate uniforms prior to start of first game.
4. Cleats or tennis shoes are permitted to be worn; however metal cleats will be banned for safety purposes.
5. Distance between bases is 70'. Distance from home plate to the pitcher's mound will be 53'. The pitching arc will be 6'-10'.
6. The official ball for MENS LEAGUE is a 12" .52 COR / 300 COMPRESSION. The official ball for WOMEN'S LEAGUE is an 11" .52 COR / 300 COMPRESSION. COED LEAGUES will use the MEN'S 12" ball. Game balls are to be provided by the MCRC. Each team will receive one ball at the start of each game. This ball will be given to you and the end of each game. You are responsible for providing a ball if both balls are out of play.
7. The MCRC will use the BANNED BAT list attached in the packet. The League Supervisor will maintain a current list at each field. Bats are banned with the safety of the players in mind. Players caught using a banned bat will be ejected from the game. In addition, the player will be suspended from play for the following week.
8. Extra Players (EP's) will be allowed.
 - A. An extra player (EP) is optional, but if one is used, it must be made known prior to the start of the game, and be listed on the scoring sheet in the regular batting order. If the EP is used, the EP must be used the entire game. Failure to complete a game with the EP results in a forfeit. If an EP is used and not listed on the line-up the following occurs:
 1. If discovered while at bat, the legal batter enters and assumes the count, or
 2. If discovered while on base and before a pitch has been thrown to the next batter, treat as batting out of order, the person who should have batted is out, and all play as a result of improper batter is nullified, and person not listed in line-up is removed from the game, or

3. If discovered while illegal player is on base and before a pitch has been thrown to the next batter, remove the illegal player from the base, or if the player has scored, remove the run, and remove the player from the game.
 - a. Note: Even though this is not batting out of order, it has the same effect.
 - B. The EP must remain in the same position in the batting order for the entire game.
 - C. If an EP is used, all 11 on the starting lineup must bat, and any 10 of those 11 may play defense. Defensive positions may be changed, but the batting order must remain the same.
 - D. The EP may not be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter.

Specific CO-ED Player Information (for EP's, and line ups)

- If the EP's are used on Co-ed, all 12 must bat and any 10 (five male and five female), may play defense. Defensive positions may be changed as long as the Co-ed positioning is followed. The batting order must remain the same throughout the game.
 - In Coed, correct terminology for extra players is as follows:
 - WCF- wild card female WCM- wild card male
 - These wild card players must be listed on the starting lineup prior to first pitch.
 - Each wild card may be used a maximum of 4 times per game, and only once per inning.
 - If for any reason the WCM/WCF cannot finish the game, they cannot be replaced by other wild card players.
 - If WCM/WCF is substituted into the game, the manager cannot continue to use them as a wild card player.
9. Co-Ed batting orders **MUST** alternate male/female.
 - There must be 5 male and 5 females in the lineup at all times. (6 males and 6 females if WC is used.)
 - If a male batter is awarded a base on balls or walked intentionally, he will be given 1st and 2nd base. Once a team has two outs, if a male is walked he can take 2nd base, and the following female can decide to automatically take 1st base or have the opportunity to bat.
 10. In case of injury during a game when a team is using a 12 man batting order, the injured person and the person immediately following him/her are outs when moved through the batting order.
 11. Clothing with zippers, snaps, buttons, etc. (i.e. jeans) cannot be worn on the playing field, unless covered by a piece of fabric.
 12. Dangerous apparel/equipment (casts, braces etc.) must be properly padded, with no metal exposed, or player will not be permitted to play.

Game Rules

1. MCRC Leagues will adhere to ASA rules; however, MCRC revisions take precedent over any ASA rule.
2. A game must begin or finish with 9 players, Coed teams can start with 9 as long as it is 5 females, and 4 male players. Teams may not start or continue a game with less than 9 players.
3. If a team starts with appropriate number, and a player is ejected; if no replacement is available, the game will result in a forfeit, regardless of circumstances.
4. Each game will consist of 7 innings or 60 minutes, whichever occurs first.
5. No new inning shall begin with 5 minutes or less remaining in the contest.
6. Throwing the ball around the infield during an inning is prohibited. The ball must go back to the pitcher after play is over. Time cannot be called until pitcher has the ball, and no other player can call time.
7. Each team will receive 3 warm up pitches at the switch of each at bat before the first batter will be called to the plate. The pitcher can deny their warm up pitches.
8. When a pitcher is ready to pitch, they must straight pitch. This will be enforced by the umpire.
9. Batters will begin with a 1 ball 1 strike count. They will receive only 1 foul ball after their 2nd strike called.
10. The double first base is used as a safety measure. The runner must touch some portion of this orange base to be called safe.
11. A game called by the umpire that cannot be resumed within 30 minutes shall be declared an official game if at least 4 innings have been completed.
12. A game will be called due to a RUN RULE based on the following:
Men's/ Women's/ Co-Ed:-Ahead 20 after 3 -Ahead 15 after 4 -Ahead 10 after 5
13. There is a 5 home run limit per game. Each home run after 5 will be declared an automatic out.
14. Tiebreaker: If the score is tied at the end of the regulation game, an additional inning will be played. If after the inning is completed, there is still no declared winner, the game will result in a tie.

Player Conduct

1. Any Physical Assault on MCRC employees or game officials will result in permanent removal from **ALL** MCRC adult sports, and proper authorities **WILL** be notified.
2. Team Managers are responsible for the conduct of all players on his/her teams.

3. The officials have complete decision making control, and their decisions are final.
4. Players are required to act in a civil manner towards other players and officials. Any player "mouthing off" shall be given a warning and possibly ejected from the game. Further, two players ejected from a game from the same team will result in a forfeit and a win for the opponent.
5. Managers only may ask for a rule interpretation, if it is done in a courteous manner.
6. Profanity will result in a warning if detected by an official.
7. Spitting or defacing the field and/or equipment or any other inappropriate action in the facility will not be tolerated. The individual must leave the game and will not be permitted to re-enter. If this act occurs following the game, he/she will not be permitted to play in the next scheduled game.
8. If a fight occurs involving players on both teams, the game shall end and both teams shall receive a loss, forfeit the following week's game, and may be expelled from the league.

Warnings/Ejections

1. A player may receive a warning for inappropriate behavior and/or language. A player will receive one verbal warning from either the umpire and/or League Supervisor. The warning will be noted on the official scorecard.
2. If a player receives a second warning, they will be ejected from the game and automatically counted as an out in the batting order for the remainder of the game.
3. Any player ejected from a game will not be permitted to play in the following week's scheduled games.
4. Any player ejected more than once, will be asked to leave the league permanently for that season.
5. Any team having two players ejected from a game will automatically forfeit the match.
6. Any team forfeiting more than 2 games in the regular season will not be permitted to continue play in league for that season.

RAINOUTS

1. Games will be called due to in climate weather and/or unsafe field conditions. To check the status of scheduled games, captains should contact the MCRC Front Desk at 330-721-6901 for game updates and other information prior to the start of each game. The FD will be updated by 4:30pm weekdays and again at 6pm.
2. Info will also be posted at the Medina Community Recreation Center Facebook Page by 6pm.
3. When able, administrative staff will attempt to email managers.

Specific League Rules/ASA

The MCRC SOFTBALL LEAGUES will be sanctioned league play for this season and we will be following ASA rules unless otherwise noted in the MCRC Manager's Packet. A copy of the ASA Rule Book can be reviewed by teams at <http://www.ohioasasoftball.org/>. Each umpire is trained under the ASA guidelines and will have a copy of the rule book with them at the field on game days. If there are further questions regarding rules, contact the scorekeeper, and/or league supervisor immediately.

Special Rules

All players not currently in the game must remain off the field at all times. They may not stand, sit or place any equipment or personal belongings (such as clothing or water bottles) on the field. All items must be placed in the dugout or behind the base line fence. Any team who does not abide by this rule receives one warning and then an automatic out will be given to that team at their next at bat.